

headTM to head

No. 2160

Guide No. 76733A
INSTRUCTIONS

COLÉCO

ELECTRONIC

hockey

FOR 1 OR 2 PLAYERS

2 PLAYER
GOALIE KEY
(RIGHT)

2 PLAYER
DEFENSE
KEY (RIGHT)

LED DISPLAY
(SCORE/TIME
REMAINING)

PUCK

OFFENSE
(5 PLAYERS)

POWER ON/OFF
SKILL SWITCH
1-SEMI PRO
2-PRO

PASS KEY
(CLOCKWISE)

PASS KEY
(COUNTER-
CLOCKWISE)

2 PLAYER
GOALIE KEY
(LEFT)

2 PLAYER
DEFENSE
KEY (LEFT)

GOAL

MOVING
LED GOALIE
(5 POSITIONS)

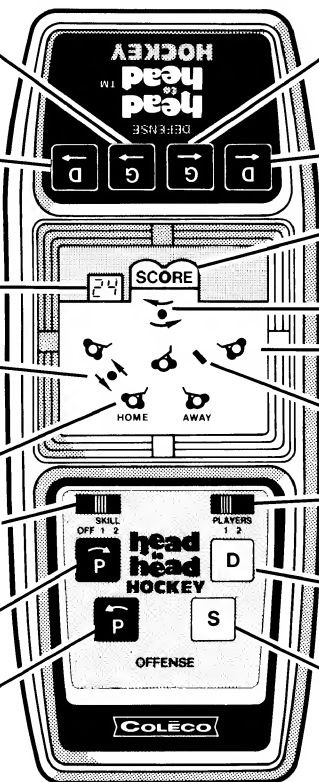
RINK
DISPLAY

DEFENSE (5
POSITIONS)

1 OR 2
PLAYER
SWITCH

DISPLAY KEY
(SCORE/TIME
REMAINING)

SHOOT
KEY

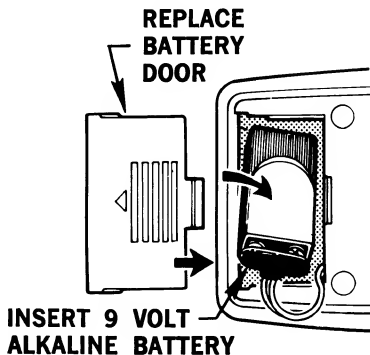
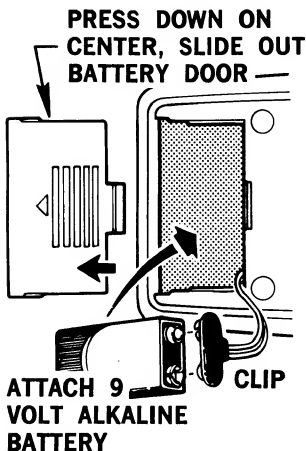


Patent Pending

1. INSERT BATTERY

— IMPORTANT —

ONE 9 VOLT ALKALINE BATTERY REQUIRED.
(BATTERY NOT INCLUDED)



BOTTOM VIEW OF UNIT

NOTE: Game will not operate properly if the **BATTERY** is weak. Any erratic display may be a symptom of a weak battery.





STOP BUYING BATTERIES!

Save money! Stop buying batteries! Use Coleco's No. 2098 BATTERY ELIMINATOR/AC ADAPTER! Yes — it's a battery eliminator and AC adapter all in one!


It can be used for ALL COLECO 9 VOLT GAMES and with many games of other manufacturers requiring one 9 volt battery and battery snaps. If BATTERY ELIMINATOR/AC ADAPTER is not available at your local dealer, use ORDER FORM at back of this guide.

2. PLAYING GUIDE



WHEN READY TO PLAY: YOU MUST FIRST PRESS AND KEEP DOWN EITHER PASS KEY  OR  AND THEN PRESS THE DISPLAY KEY  MOMENTARILY. GAME WILL NOT START IF YOU PRESS  FIRST.




GAME TIME: THREE 20 MINUTE *SIMULATED* PERIODS BETWEEN AN OFFENSIVE TEAM AND A DEFENSIVE TEAM. GAME STOPS AT END OF EACH PERIOD AND A TURNOVER WILL OCCUR. GAME IS OVER WHEN THREE PERIODS ARE PLAYED, AND SCORE WILL FLASH. 



SCORING: EACH GOAL IS 1 POINT WHEN A SHOT IS TAKEN AT THE GOAL AND IT IS NOT BLOCKED OR REBOUNDED BY GOALIE OR A DEFENSEMAN. THE GOAL LIGHTS FOR A SCORE AND SCORE SOUND IS HEARD. HIGHEST SCORE AT END OF GAME WINS.



THE TIME LIMIT FOR SCORING: WHEN PLAY STARTS, A TEAM HAS 24 *SIMULATED* SECONDS TO SCORE IN SKILL 1 AND 12 *SIMULATED* SECONDS TO SCORE IN SKILL 2 BEFORE DISPLAYED COUNT DOWN CLOCK RUNS DOWN. THE CLOCK RESETS AFTER A GOAL OR A TURNOVER. 



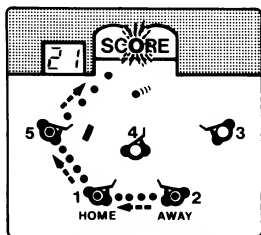
TURNOVERS: THE SAME TEAMS STAYS ON OFFENSE UNTIL ONE OF THE FOLLOWING OCCURS.

- A. SCORE IS MADE.
- B. PASS OR SHOT IS BLOCKED OR INTERCEPTED BY THE DEFENSE, OR REBOUND TAKEN BY DEFENSE.
- C. 24/12 SECOND CLOCK RUNS DOWN.
- D. END OF EACH PERIOD.

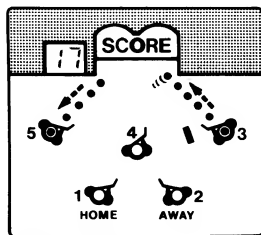


PASSING AND SHOOTING: YOU MAY PASS ONLY BETWEEN 2 PLAYERS AT A TIME. A MOVING SERIES OF LIGHTS MARKS PATH OF PUCK BETWEEN PLAYERS.

ONLY OFFENSIVE PLAYER WITH PUCK WILL BE LIT AT ANY ONE TIME DURING PLAY. A SHOT ON GOAL CAN ONLY BE TAKEN FROM PLAYERS 3, 4 OR 5. SKILL IS REQUIRED IN PASSING TO GET INTO A CLEAR POSITION FOR A SHOT AT THE GOAL.



PASS AND SCORE



**SHOT ON GOAL BLOCKED
AND REBOUND TAKEN
BY OFFENSE**



REBOUNDS: A SHOT BLOCKED BY GOALIE RESULTS IN A REBOUND.

- A. SHOT BY PLAYER 5 REBOUNDS TOWARDS PLAYER 3.
- B. SHOT BY PLAYER 3 REBOUNDS TOWARDS PLAYER 5.
- C. SHOT BY PLAYER 4 REBOUNDS BACK TO PLAYER 4.

IF OFFENSE GETS REBOUND, PLAY CONTINUES. IF DEFENSE GETS REBOUND, A TURNOVER OCCURS AND 24/12 SECOND CLOCK WILL RESET.



GAME SOUNDS:

- **BEEP BEEP** — Series of beeps denotes movement of puck.
- **BUZZER** — Turnover. You have lost the puck or shot is blocked.
- **TICKING** — Puck in play. Count down clock started.
- **TRIPLE MUSICAL WHISTLE** — Goal has been scored.
- **SINGLE BEEP** — Rebound by offense or defense.
- **LONG MUSICAL WHISTLE SERIES** — End of game or a period.



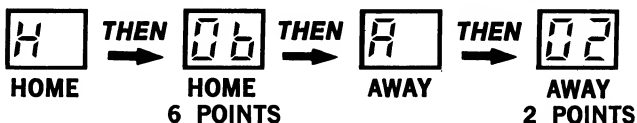
SKILL SWITCH: DETERMINES TIME FOR OFFENSE TO SCORE.


- **SKILL 1/SEMI-PRO/24 SIMULATED SECONDS: DEFENSE AND GOALIE, (1 PLAYER ONLY),** SPEEDS ARE SLOW BUT INCREASE DURING COUNT DOWN.
- **SKILL 2/PRO/12 SIMULATED SECONDS: DEFENSE AND GOALIE, (1 PLAYER ONLY),** SPEEDS ARE FASTER. SKILL 2 IS STRICTLY FOR ADVANCED PLAYERS.



LED DISPLAY: WHEN PLAY STOPS YOU MAY READ THE SCORE IN THE FOLLOWING MANNER.

- a. Press **[D]** **DISPLAY KEY ONCE.** Score is displayed for **HOME** and **AWAY TEAMS** in the following sequence.



- b. Press **[D]** **DISPLAY KEY** a **SECOND TIME.** **TIME REMAINING** in period  **TIME LEFT TO PLAY** is displayed.

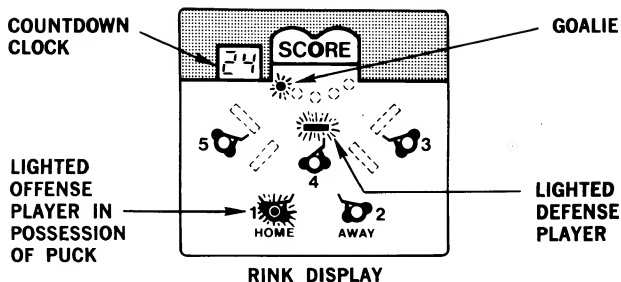
NOTE: To repeat information shown in **LED DISPLAY** press the **DISPLAY KEY** again. This may be done as often as you wish before resuming play. Allow the display to sequence completely through all information before attempting to resume play.







PLAY AGAINST THE COMPUTER — 1 PLAYER

1. Set **PLAYER SWITCH** to **POSITION 1.**
2. Set **SKILL SWITCH** to **SKILL 1** or **2.** Game is **ON.**
3. The team starting on **OFFENSE, (HOME OR AWAY),** will be shown as a lighted player on **RINK DISPLAY** at beginning of count down period. One **DEFENSE PLAYER** will appear as a lighted bar and the **GOALIE** will appear near the goal.


(CONTINUED)




4. WHEN READY TO PLAY: You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY**  or  and **THEN PRESS** the **DISPLAY KEY**  **MOMENTARILY. THE GAME WILL NOT START IF YOU PRESS**  **FIRST OR LED SCORE/TIME IN PERIOD IS DISPLAYED. BE ALERT!**





5. Maneuver the puck between PLAYERS 1 thru 5 by pressing PASS KEYS as count down clock has started. **REMEMBER:** You can only take a shot on goal from players 3, 4 or 5. **DEFENSE PLAYERS A thru E** will flash on **ONE AT A TIME** for a random time and duration. Moving **GOALIE** will quickly move back and forth in front of goal.

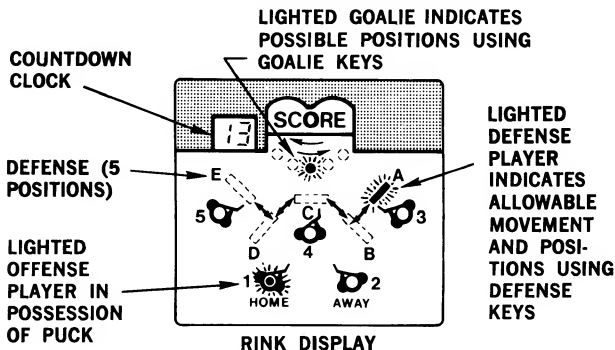
NOTE: PASS KEYS  OR  **MUST BE PRESSED ONLY ONCE FOR EACH PASS FROM PLAYER TO PLAYER. HOLDING EITHER KEY DOWN WILL NOT CAUSE PUCK TO KEEP MOVING FROM PLAYER TO PLAYER.**





6. Press SHOOT KEY  **to shoot at goal from positions 3, 4 or 5 when you have a clear shot, (NOT BLOCKED BY A DEFENSIVE PLAYER AND GOALIE IS OUT OF POSITION). TIMING YOUR SHOT IS MOST IMPORTANT AND REQUIRES SOME PRACTICE AND SKILL.**

If you score, the "0" in **SCORE** WILL LIGHT UP and **TRIPLE MUSICAL WHISTLE** sounds. Use  **DISPLAY KEY** to read score and time remaining. If your shot intersects a **LIT DEFENSIVE PLAYER**, the shot is **BLOCKED** and a **TURNOVER** occurs.

4. PLAY AGAINST — 2 PLAYER OPPONENT ————

1. Set **PLAYER SWITCH** to **POSITION 2**.
2. Set **SKILL SWITCH** to **SKILL 1** or **2**. Game is **ON**.
3. **WHEN READY TO PLAY:** You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY**  or  and **THEN PRESS** the **DISPLAY KEY**  **MOMENTARILY**. **THE GAME WILL NOT START IF YOU PRESS  FIRST OR LED SCORE/TIME IN PERIOD IS DISPLAYED. BE ALERT!**



4. The **DEFENSIVE PLAYER**, positioned at the **DEFENSE END** of game operates **2 PLAYER DEFENSE KEYS**  or  and the **2 PLAYER GOALIE KEYS**  or .
5. The **DEFENSIVE PLAYER** by pressing and holding either **DEFENSE KEY** can move or sequence his **DEFENSEMAN, (LIGHTED BAR)**, from **LEFT to RIGHT** or **RIGHT to LEFT** to block shots by **OFFENSE**. **ONCE EITHER KEY IS RELEASED, DEFENSEMAN WILL STOP MOVING.**
6. **YOU MAY ALSO MOVE DEFENSEMAN OR GOALIE FROM LEFT TO RIGHT OR RIGHT TO LEFT ONE POSITION AT A TIME BY PRESSING AND RELEASING KEYS ONE TIME FOR**

EACH DEFENSIVE MOVE YOU MAKE TO BLOCK, REBOUND OR INTERCEPT THE PUCK.





7. The **GOALIE KEYS** operate exactly as the **DEFENSIVE KEYS**, moving the **GOALIE** from **LEFT** to **RIGHT** or **RIGHT** to **LEFT** to block shots on goal.

NOTE: Once the **DEFENSEMAN** or **GOALIE** reaches the extreme **LEFT** or **RIGHT** position on **RINK DISPLAY**, the key for that direction **must be released** and key for opposite direction **pressed** to move **DEFENSEMAN** or **GOALIE** back in opposite direction.

8. At each turnover, players switch ends of game and at the end of each period players switch ends of game. To start a new game, turn game **OFF** then back to **SKILL POSITION** you wish to play.

5. TROUBLE SHOOTING



GAME ACTION WILL NOT START — BE SURE YOU ARE FIRST PRESSING AND HOLDING EITHER PASS KEY  OR  AND MOMENTARILY PRESSING DISPLAY KEY  . SEE SECTIONS 3 AND 4. GAME WILL NOT START IF YOU PRESS  FIRST.



WHEN RINK DISPLAY OFFENSE, DEFENSE, GOALIE OR PUCK LIGHTS APPEAR TO BE OPERATING ERRATICALLY DURING PLAY, THIS MAY BE AN INDICATION OF A WEAK BATTERY. REPLACE WITH A FRESH “9” VOLT ALKALINE BATTERY.



WHEN AN ERRATIC LED SCORE/TIME REMAINING DISPLAY APPEARS, SUCH AS A DIGIT OR PART OF A DIGIT REMAINING ON DISPLAY AFTER THE “D” DISPLAY KEY IS RELEASED, THIS MAY BE AN INDICATION OF A WEAK BATTERY. REPLACE WITH A FRESH “9” VOLT ALKALINE BATTERY.



HUM — SOMETIMES, BETWEEN PLAYER TURNS, A LOW HUMMING SOUND MAY BE HEARD. THIS IS NORMAL AND WILL DISAPPEAR AS SOON AS PLAY STARTS.



ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN. IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. **REPLACE THE BATTERY WITH A FRESH "9" VOLT ALKALINE BATTERY.**



DO NOT ATTEMPT TO OPEN GAME. IT DOES NOT CONTAIN ANY OWNER SERVICEABLE PARTS.

———— **CARE OF YOUR GAME** ————

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR THUMP CONTROL KEYS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE.

▤▤▤▤▤▤ **LIMITED WARRANTY** ▤▤▤▤▤▤

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly **DURING THE FIRST 90 DAYS AFTER PURCHASE**, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your name, address, **proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.



----- CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL -----

NO. 2160 HOCKEY ACCESSORIES AVAILABLE

No. 2098 BATTERY ELIMINATOR/AC ADAPTER: To eliminate the need for batteries.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

Please ship () ea. No. 2098 BATTERY
ELIMINATOR/AC ADAPTERS @ \$6.95

Appropriate State Tax (N.Y. Residents)

Shipping and Handling \$1.75

TOTAL

SEND COMPLETE FORM WITH CHECK OR
MONEY ORDER ONLY. (DO NOT MAIL
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NOTE: Prices and parts subject to
change without prior notice

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